

A Few Ideas For Integrating SMARTBoard Into Your Classroom

Once you have acquired a few basic skills, you will be amazed how quickly you can begin to integrate your SMARTBoard into your daily lessons and routines.

1. A Few Random Ideas for Using the SMARTBoard

Cut and paste to add content to a lesson

Cut and paste pictures, articles, words, stories, math problems...into your presentations

Brainstorming

Give students time for brainstorming on a given topic. Record shared ideas and allow students to drag and drop ideas onto other thumbnail slides in order to organize ideas. These can be saved for later review.

Research

Do “What I Know,” and “What I Want to Know “ boards about a research topic. Save the notes. Come back after the research to do the “What I learned” —The old KWL has a fresh new look.

Pictures

Insert a picture into Notebook and use it as a story starter. Use pictures to draw conclusions. Use pictures for story elements—setting. Use pictures for chronological order.

Graphic Organizers

Use for comparing and contrasting, time lines, relationships, cause and effect, outlining, note taking, summarizing, story elements...

Save lessons for students who were absent

Use the Recorder feature. Also prepare a lesson for a substitute to play when the teacher is absent.

Electronic Word Wall

Save vocabulary words for a story or unit of study. Create interactive activities for review.

Use the highlighter tool from the “Floating Tool Bar” for emphasis

Emphasize key points by highlighting or use the Spotlight for emphasis

Create a class book

Ideas can be recorded, organized and saved for later review. The finished product can be complete with sound effects, animation and various kinds of interactivity.

Post Instructions or rules

Use to teach a new game or activity

Have procedures listed

Many classrooms have limited wall space. With SMARTBoard you can keep necessary reminders easily available.

Have classroom procedures posted on a Notebook page that can be used to remind students of expectations.

Have models and steps, such as for summarizing, solving a word problem, the writing process or what have you, on a Notebook page ready to bring up and use.

Give Background Information

Use the SMARTBoard to give some background information using internet or video clip (a “being there” experience) or “Anchor” (as in Read 180).

Put up an article to be read as background or for beginning discussion.

Organizers

Create an outline for taking notes. Notes can be saved for review or for students who were absent.

Use an advance graphic organizer. Use a KWLH chart (what I know, what I want to know, how I plan to find out, what I learned). This can be saved and then referred back to.

Use a graphic organizer to summarize material, or to pre-teach concepts.

Teach from a text and then go the SMARTBoard for review and organization or summary.

Non-linguistic learning

Use the SMARTBoard to take virtual tours, show diagrams, maps, routes on maps, pictures, representations, mind maps, 3-D physical models, virtual experiments before doing the “real” thing, math manipulatives, charts, graphs, simulations...

Cooperative Learning

When using cooperative learning, be sure that there is structure as well as individual and group accountability. One example would be to have students in groups of 4 with assigned roles such as “recorder,” “task master,” “materials person,” and “praiser.” All members contribute to the answer or task at hand. The group’s answer is recorded by the “recorder,” and then and only then, one member is chosen (from a spinner on the SMARTBoard) to do the inter-activity on the SMARTBoard. Following a structured approach encourages all students to remain engaged.

Many cooperative learning activities could be adapted. (See Spencer Kagan materials).

WebQuest

Do a group WebQuest up to a certain point to be completed by individuals or partners.

Revising, Editing and DOL's

Have examples of good writing or poor writing (such as you used to have on a transparency) and show what's good or fix the poor. Write right on it.

Discussion Guides

Scan certain workbook pages or blacklines such as from *United Streaming* for class discussion. These can be readied ahead of time with interactive answers. Answer keys on the next page can be brought up beside the original.

Post Daily Schedule or Bell Ringer Activities

Have something on the board to immediately engage students as they walk into the classroom

2. A Few Quick Ways to Add Interactivity to a Lesson

Reveal—

1. Type your question and answer.
2. Draw a rectangle and fill it with color to hide the answer.
3. Double press the shape for the ability to add text to it. Type "Move the box to reveal the answer."

Erase and Reveal—

1. Type your question and answer.
2. Use a pen to cover the answer with digital ink. Use the same color as the background. (Makes it invisible). Add instructions.
3. Select the eraser tool and erase the digital ink. Anything typed will not be erased.

Screen Shade Reveal—

1. Type your question and answer.
2. Press the Screen Shade button on the Notebook software toolbar.
3. Drag the Screen Shade so only the answer to your question is covered.
4. When you are ready, drag the screen so it no longer covers the answer.

Drag and Drop Labels

1. Add to the work area the object you want the class to label. It can come from the Notebook software Gallery, the My Content area, or it might be a graphic you imported using the insert menu. Lock it in place.
2. Make labels for your diagram and line them up along the bottom of the Notebook page.
3. Ask class members to drag the labels to the appropriate area of the graphic.
4. You may want to add a link to another page with an answer key.

3. A Few Subject Specific Ideas

Social Studies, Science

1. Drag events or dates to a timeline.
2. Fill in the blanks by dragging in the answers.
3. Do time period or culturally relevant backgrounds
4. Map study
5. Teach steps in science experiment
6. Label diagrams, any kind of matching
7. Show experiments, do demonstrations
8. Take virtual tours
9. Start with an outline to be filled in as lesson proceeds
10. Use Venn diagrams, create lists

Language Arts

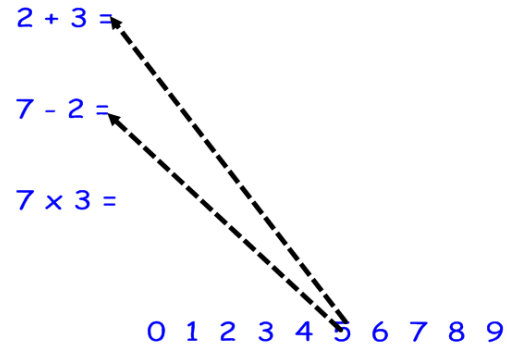
1. Drag words to definitions.
2. Drag parts of speech to words in a sentence.
3. Sequence activities, time order, scrambled sentences,
4. Brainstorming for ideas, or Organizing writing (6 traits- Ideas and Organization)
5. Use for revision and editing (6 traits-Word Choice, Sentence Fluency, Conventions).
6. Cloze reading (fluency and comprehension)
7. Making predictions
8. Comparing and contrasting-graphic organizers
9. Summarizing
10. Story elements-use graphic organizers
11. Use a virtual thesaurus or dictionary

Math

1. Choosing the correct answer
2. Labeling math diagrams
3. Math vocabulary
4. Showing steps-use the “record page” to record how calculations were made
5. Use manipulatives
6. Measuring, graphing
7. Show homework answers
8. Use interactive activities from various websites
9. Educational games for review and feedback—use judiciously
10. Prepare for tests
11. Use a SMART timer for tests or speed drills
12. Number lines
13. Shapes and patterns

An idea for using the “Infinite Cloner”

1. If you have put several questions on a Notebook page that will use the same digits multiple times, make a list of digits and for each one separately set them all as “infinite cloner.” That way the same number can be used over and over without diluting the pool of available options.



Check these websites for some amazing ideas

<http://eduscapes.com/sessions/smartboard/#3>

<http://education.smarttech.com/ste/en-us/Ed+Resource/Lesson+activities/Notebook+activities/>

<http://www.scholastic.com/interactivewhiteboards/>